
Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA
Posted by [reborn](#) on Sat, 18 Apr 2009 09:06:14 GMT

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Oh really? Yeah you're right. Strange how we both thought the same thing.
That commander system is going to be annoying. I'm positive that in the end it was integrated into the stats/bot so that players with a history of playing in the server and winning alot became the commander. I am not going to be able to reproduce that, it would mean writing a plug-in for brenbot/some other regulator too.
I reckon I'll get it pretty much perfect other then that part though, they'll just have to get voted in.
